



CRYPT GUARDIAN

Insect • Myth • Leader

MOV COM RAN ARC MYT WND SAN

7/10 8/7 7/7 4/7 4 20 10

BLADED LIMBS

COM • Base • Haemorrhage

DIGESTIVE ENZYME

RAN • 10" • Burn

PSYCHIC SCREECH

2 MYT

(Once Per Game) All enemy models within 8" must pass a SAN test on 3D6 discarding the lowest value, or suffer -2/-2 ARC, COM & RAN until the end of turn.

CANNIBAL

1 MYT

You may inflict 4 WND on a friendly grub within 3" to heal for 3 WND.

LEADER

This model when activated gains +1 AP.

WINGED

This model automatically passes any jumping or falling tests it is required to make from any height.

SUREFOOTED

This model ignores difficult terrain when moving.

GUARDIAN

This model gains 1 re-roll this turn if it is within 4" of an objective.

AMBUSH PREDATOR

This model gains +1/+0 COM when charging.

ABOMINATION

This model causes Fear. SAN loss occurs regardless of whether you pass or fail your Fear test. If passed you may act as normal.

HARDENED CHITIN

Any non-condition damage suffered by this model is reduced by 2 to a minimum of 1.



75MM BASE